I claim:

1. A method of playing a video game comprising the steps of:

maintaining a library containing a plurality of series of non-identical, time sequenced images, with each series depicting a different event, and with at least two images in each series, the images in each series identified as a first time image for the earliest image in the time sequence, a second time image for the second earliest image in time sequence, etc.;

providing an array of frames arranged substantially in a prescribed arrangement;

displaying in a selected frame a selected one of the first time images from said library;

displaying in another selected frame a selected one of the second time images from said library;

establishing as a first winning condition the display in the selected frames of one of the series of time sequenced images depicting an event.

2. A method according to claim 1 wherein said library contains at least three series, wherein there are at least three images in each series, and wherein the array includes at least nine frames arranged in at least three vertically oriented columns and at least three horizontally oriented rows.

3. A method according to claim 2 comprising the further step of establishing as a second winning condition the display in the frames diagonally extending through the columns and rows one of the series of time sequenced images depicting an event.

4. A method according to claim 1 wherein each of the events comprises a sports activity.

5. A method according to claim 4 wherein each of the events comprises a race activity.

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6. A method according to claim 4 wherein each of the events comprises a football game activity.

7. A method according to claim 1 comprising the further step of providing a secondary game by which a second winning condition may be attained if said first winning condition is attained, said second winning condition being different from said first winning condition.

8. A method according to claim 6 comprising the further step of providing a secondary game by which a second winning condition may be attained if said first winning condition is attained, said second winning condition being different from said first winning condition.

9. A method according to claim 8 wherein said secondary winning condition comprises a football game scoring play.

10. A method according to claim 1 comprising the further step of awarding a prize to a player of the game who achieves said winning condition.

11. A video game apparatus comprising;
    means for maintaining a library containing a plurality of series of non-identical time sequenced images, with each series depicting a different event, and with at least two images in each series, the images in each series identified as a first time image for the earliest image in the time sequence, a second time image for the second earliest image in time sequence, etc.;
    means for providing an array of frames arranged substantially in a prescribed arrangement;
    means for displaying in a selected frame a selected one of the first time images from said library;
    means for displaying in another selected frame a selected one of the second time images from said library; and
    means for identifying as a first winning condition the display in the selected frames of one of the series of time sequenced images depicting an event.

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12. A method of playing a video game comprising the steps of:

maintaining a library containing at least three series of non-identical, time sequenced images, with each series depicting a different event, and with at least three images in each series, the images in each series identified as a first time image for the earliest image in the time sequence, a second time image for the second earliest image in the time sequence, a third time image for the third earliest image in the time sequence, etc.;

providing an array of at least three frames in a prescribed arrangement;

displaying in a first selected frame a selected one of the first time images from said library;

displaying in a second selected frame a selected one of the second time images from said library;

displaying in a third selected frame a selected one of the third time images from said library;

establishing as a first winning condition the display in the three selected frames of one of the series of time sequenced images depicting an event.

13. A method according to claim 12 wherein said three selected frames are located adjacent to each other in said array.

14. A method according to claim 12 wherein said first selected frame is located to the left of said second selected frame, and wherein said second selected frame is located to the left of said third selected frame.

15. A method according to claim 12 wherein each of the events comprises a sports activity.

16. A method according to claim 15 wherein each of the events comprises a race activity.

17. A method according to claim 15 wherein each of the events comprises a football game activity.

18. A method according to claim 12 comprising the further step of providing a secondary game by which a second winning condition may be attained if said first winning condition is attained, said second winning condition being different from said first winning condition.

19. A method according to claim 17 comprising the further step of providing a secondary game by which a second winning condition may be attained if said first winning condition is attained, said second winning condition being different from said first winning condition.

20. A method according to claim 19 wherein said secondary winning condition comprises a football game scoring play.

21. A method according to claim 12 comprising the further step of awarding a prize to a player of the game who achieves said winning condition.

22. A video game apparatus comprising:
    means for maintaining a library containing at least three series of non-identical, time sequenced images, with each series depicting a different event, and with at least three images in each series, the images in each series identified as a first time image for the earliest image in the time sequence, a second time image for the second earliest image in the time sequence, a third time image for the third earliest image in the time sequence, etc.;
    means for providing an array of at least three frames in a prescribed arrangement;
    means for displaying in a first selected frame a selected one of the first images from said library;
    means for displaying in a second selected frame a selected one of the second images from said library;
    means for displaying in a third selected frame a selected one of the

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15   third images from said library; and

16   means for identifying as a first winning condition the display in the

17   three selected frames of one of the series of time sequenced images depicting an

18   event.